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Zombie road idle champions

% of allplayers Total achievements: 245 You must be logged in to compare these statistics with your own 59.5% A short trip of the realms Take a journey down sword coast 49.3% A short escort through the realms Take a journey down the Sword Coast with a carriage 49.3% A short escort through the realms Take a journey down the Sword Coast with a carriage 49.3% A short escort through the realms Take a journey down the Sword Coast with a carriage 49.3% A short escort through the realms Take a journey down the Sword Coast with a carriage 431.0% The cursed farmer Examine the cursed farm you passed earlier 26.1% The Mad Wizard Examining the odd uninhabited tower you passed previously 24.3% Beast Intentions Horrible animals carry by villagers and must be stopped 16.0% Ring of Regeneration Explore a strange temple while trying to save a dying nobleman. 15.0% Was verpowered Even more powerful animal carriers of villagers and must be stopped 14.4% Is Ya Chicken? Examine the cursed farm you passed earlier with some chicken buddies 13.0% Friendly Imps Examining the odd infested tower you passed earlier with some friendly imps 13.0% Seeking Allied Attempts to get on the good side of some academic wizards. 11.8% Mad Cow Disease Examine the cursed farm you passed earlier while dodging crazy cow spit 11.1% A persistent buzzing horrible animal bearer of villagers and must be stopped before you go crazy from the flies 11.0% Pure Energy Examine the odd uninhabited tower you passed earlier without being overwhelmed 9.3% Terror in the dark every night, zombies attack a village 8.8% Unearthed Evil A local mine needs your help to solve a goblin problem 7.8% The Crumbling Temple Explore a strange temple that falls apart while trying to save a dying nobleman. 6.8% A mysterious summons Patrolling the streets of Waterdeep at the request of an old friend. 6.8% Useless Allies Attempt to get on the good side of some academic wizards, using some useless inexperienced adventurers. 6.5% Explore Port Nyanzaru Explore Port Nyanzaru while trying not to get swept up in local intrigue. 6.1% Building Trust Escort a mysterious noble through a dangerous night out in Waterdeep. 6.1% Escort to Waterdeep It's finally time to make your way to Waterdeep to meet Drizzt. 5.8% Beast Mode Horrible animals carry by villagers and must be stopped by your massive damage 5.7% Running of the Saurs Battle against a steady stream of dinosaurs as you prepare for a trip into the jungle. 5.6% Maddening Examine the strange uninhabited tower you passed earlier while going slowly crazy 5.5% The infectious curse Examine the cursed farm you passed earlier before getting sick 5.5% Waterdeep Detours Find your way to the Inn where you meet Drizzt. 5.2% Underdeep Cartography Examine a flood of monsters coming from under Water Deep. 4.8% Low Initiative Every night, fast zombies attack a village and you're pretty slow 4.8% No time to rest A local mine needs your help to solve a neverending goblin problem 4.6% The Templar's Camp Make your way into the jungle of Chult using your guide. 4.6% Dinner Party Protects the Hidden Lords of Waterdeep. 4.3% The botched kidnapping Help Volothamp with a small task. 4.3% Rescue in Jungle Rescue a missing templar of the Order of the Gauntlet. 4.0% Death Curse Explore a strange temple as you try to save a dying nobleman, while you do not die yourself. 4.0% Premature betrayal Attempts to get on the good side of some evil academic wizards. 3.9% Flying Monkey Skulls of Doom Explore Port Nyanzaru while trying not to be conked on the head of too many monkey skulls. 3.8% Street War Patrol streets of Waterdeep at the request of an old friend during a street war. 3.8% Overdue Rendezvous Investigate a flood of monsters coming from under Water Deep with Drizzt! 3.7% Dinosaur Racing Race against a steady stream of dinosaurs as you prepare for a trip into the jungle, quickly. 3.7% Trollskull Manor Empty out your new Waterdeep tombs. 3.5% Constant Banditry It's finally time to make your way to Waterdeep to meet Drizzt while you're constantly under attack. 3.5% Silken Swamp Rescue a group of foolish adventurers from Only of Dead Men. 3.5% Close Escort It's finally time to make your way to Waterdeep to meet Drizzt, with so many carts.. 3.5% Wisdom Check Escort a mysterious noble wisely through a dangerous night out in Waterdeep. 3.4% Attack on Manor Investigate a despicable attack just outside your new mansion. 3.3% Supply Run Help a local merchant deliver supplies to their hunting camps. 3.1% March of the Undead Every Night, the exact same zombies attack a village 3.0% Homecoming Journey through the Aldani Basin to Kir Sabal. 2.9% The Haunted Jungle Makes your way into the spooky jungles of Chult with the help of your guide. 2.9% The Mists of Ravenloft Help Harpells track down a missing Owlbear. 2.9% Invisible Shadows A local mine needs your help to solve a goblin problem and a shadow problem 2.9% Nimble Escape Search Gralhund Manor for Nimblewright. 2.9% Pros and CONs Save a missing templar of the Order of the Gauntlet with only your hardest masters. 2.8% The lost heir to Omu Finn and save Omus heir from some naughty pirates. 2.7% Family Entanglements Search Barovia for Evil's Bride. 2.7% Fugitives chase Nimblewright through the streets of Waterdeep. 2.6% The Forbidden City Explore the mysterious lost city of Omu. 2.5% A Tale of Two Cities heads south to confront the evil that grows there. 2.5% Caught! Escape from yuan-ten in Fane of the Night Serpent. 2.4% Tower on Lake Search after the hidden tower on the sea. 2.4% Hopelessly lost in the undermountain, it's time to find your way home! 2.4% Chatty Nobles Protect the Hidden Lords of Waterdeep while avoiding Waterdeep elites. 2.4% Easily Distracted Find your way to the Inn where you meet Drizzt without being distracted. 2.3% The Long Haul It's finally time to make your way to Waterdeep to meet Drizzt with only strong champions. 2.3% A huge puzzle game find the remaining puzzle cubes and gain access to the tomb of the nine gods. 2.3% Seeds of Betrayal Protect the Martikov family's vineyard from 2.3% Enter Sargauth Head deeper into Undermountain, if you dare. 2.3% Wet Feet Rescue a group of silly adventurers from Bare of Dead Men while walking in puddles. 2.2% Lost in the Deep Find your way to the Inn where you meet Drizzt while trying not to get lost. 2.2% Market Fluctuations Battle against a steady stream of dinosaurs as you prepare for a trip into the jungle in a world where everything costs more. 2.2% Gargoyle's Apprentice Remove your new Waterdeep graves awakened cleaning supplies. 2.2% Haaave you met Asmodeus? Help Volothamp Geddarm with a small task while some cultists tag together. 2.1% Sleuth It Out Escort is a mysterious noble smart through a dangerous night out in Waterdeep. 2.1% Force Grey Unleashed Force Grey characters must patrol the streets of Waterdeep at the request of an old friend. 2.0% Tomb of the Nine Gods destroy Soulmonger and save the world! 2.0% The Dead Three Patrol streets of Baldur's Gate and survive its seedy underbelly. 2.0% Crowded streets Explore Port Nyanzaru while trying not to get swept up in local intrigue by a crowd of residents. 1.9% Bad Guidance Make your way into the jungle of Chult using an ill-informed guide. 1.9% The immortal warrior you have saved the world, but there is still much to do. 1.8% Flies on Wall Head to Amber Temple to help Kasimir. 1.8% Rude Welcome Find your way to the Inn where you meet Drizzt while the inhabitants rebel. 1.8% Wyrmheart Mine Help a dwarf recover a mine from a dangerous red dragon. 1.8% Home Course Advantage Escape from overpowered yuan-ten in Fane of the Night Serpent. 1.7% Tame owlberries Help Volothamp Geddarm with a small task while being distracted by crazy creatures. 1.7% Modron Assistance Protect the hidden lords of Waterdeep with a special guest who helps. 1.7% The Trepidatious Trio Investigate a despicable attack just outside your new mansion with the help of some urchins. 1.7% Lair by Xanathar Track Up Stone of Golorr and face down Xanathar. 1.6% Darkness goes deeper Learn more about the events of Baldur's Gate. 1.6% Hatchlings Underfoot Rescue a group of foolish adventurers from Bare of Dead Men while spiders swarm you. 1.6% The Guardian of Orolunga Help Artus find clues to the lost city of Mezro. 1.6% Heavy Burden Help a local merchant deliver very heavy supplies to their hunting camps. 1.6% Lobsterfolk Assault Find and save Omus heir from some naughty pirates and crazy lobster people. 1.6% Backtracking Through Barovia Revisit highlights of Barovia as you prepare to face down Strahd. 1.6% Durable Deep Investigate a flood of highly durable monsters coming from under Water Deep. 1.5% Water Deep During Siege Race Xanathar to vault of Dragons! 1.5% The Lost Love Race Valindra to Mezro and protect it from the red wizards. 1.5% Excavation History Write Castle Ravenloft to find Tome & Holy Symbol! 1.5% Anti-Dexterous Explorers Journey Through Aldani to Kir Sabal while trying not to stumble on everything. 1.5% Werewolves in the Fog Help Harpells track down a missing Owlbear while dodging werewolves. 1.5% Azaka's procession - Part 1 Find the remaining puzzle cubes while escorting Azaka (corpses). 1.5% Hunt for Owl-y Help two special Harpells track down their special baby Owlbear. 1.5% Treasure Hunters Explore a strange temple with some plundering allies while trying to save a dying nobleman. 1.5% Uphold the Law Rescue a missing templar of the Order of the Gauntlet with only your most legal Champions. 1.4% House of Darkness Remove what you can see from your new Waterdeep graves. 1.4% hard terrain head to Candlekeep, but look at your crotch! 1.4% Double Vision Escape from twice as many yuan-ten in Fane of the Night Serpent. 1.4% Periodic Petration Explore the mysterious lost city of Omu while slowly turning to stone. 1.4% Not very charming find and save omuens heir from some naughty pirates without being too difficult. 1.4% Nimblest Escape Deftly seek Gralhund Manor for Nimblewright. 1.4% High expectations It's a nice day to stop a wedding! 1.4% Azaka's procession - Part 2 Destroy Soulmonger and save the world (and Azaka). 1.3% From The Shadows Chase Nimblewright through the streets of Waterdeep from a safe distance. 1.3% Haunted Fortunes Search Barovia for Evil's Bride while being haunted by Eva's fortunes. 1.3% Friends of the Forest Help a local merchant deliver supplies to their hunting camps while dealing with deadly critters. 1.3% Don't look up! Save a group of foolish adventurers from Bare of Dead Men spiders falling from above. 1.3% Our time to shine Investigate a despicable attack just outside your new mansion with a not-so-famous group. 1.3% Expert Opinion Investigate a flood of monsters coming from under Water Deep with the help of an expert. 1.2% Lurkwood Help Volothamp Geddarm track down an abyss chicken. 1.2% Slow and Steady Slowly and deliberately patrol the streets of Baldur's Gate and survive its seedy underbelly. 1.2% Narrow quarters Attempt to get on the good side of some academic wizards while short of growth. 1.2% A Tale of Two Fiends Head south to confront the evil grows there while ignoring the evil growing in your party. 1.2% Vault of Dragons stop Xanathar from raiding vault of Dragons! 1.2% are struggling against Omu Journey through the Aldani Basin to Kir Sabal with low charisma. 1.2% Only the strong survive search for the tower at sea with your strongest masters. 1.1% Hold for the red wizards You have saved the world, but you still have to deal with red wizard attacks. 1.1% We are not in Faerûn anymore help Harpells track down a missing Owlbear while fighting dangerous Flameskulls. 1.1% Vajra's Guards Patrol streets of Waterdeep at the request of an old friend while accompanied by some golems. 1.1% Champions of Waterdeep Head home after a well-done job. What could go wrong? 1.1% Have fallen Discover the secrets of Elturel, before the city falls into the River Styx. 1.1% Orcs Are Wild Aid a chore in taking back control of its tribe. 1.1% No Good at All Explore the mysterious lost city of Omu without any good in your heart. 1.1% Spined Nuisance Chase Nimblewright through the streets of Waterdeep while being harassed by devils. 1.1% Elder Rune Madness Head deeper into the Undermountain through some creepy gates, if you dare. 1.0% Shorty's Day Off Search for the hidden tower at sea with your highest masters. 1.0% Stumbling Escape Clumsily seek Gralhund Manor for Nimblewright. 1.0% Visions of Strahd Protect the Martikov family vineyard from destruction while in a dream landscape created by Strahd. 1.0% Poor Fortune Search Barovia for Evil's Bride while collecting unfortunate gold. 1.0% Bazaar Exploits Lost in the Undermountain, it's time to find your way home with some goblins! 1.0% Solve among Chaos Search for Ulder Ravengard to get an understanding of the city's next steps. 1.0% Scream of Dead Enter Castle Ravenloft while bosses of the past haunt your steps. 1.0% Never Split party Find the remaining puzzle cubes with a limited selection of Champions available. 0.9% Wyllowwood Convince the lady of Wyllowwood to guide you through undermountain. 0.9% left into the fracture head into undermountain in search of your friend Ulkoria. 0.9% The Giant's Bane Tavern Enter Icewind Dale and get lost in the storm. 0.9% Troublesome Prisoner Learn more about the events in Baldur's Gate while escorting an unwilling participant. 0.9% The Sunless Citadel Split Party and follow the path of Goblins! 0.9% Seeds of corruption Protect the Martikov family's vineyard from destruction slowly and steadily. 0.9% Those who smelled it help a dwarf recover a mine from a dangerous red dragon with some smelly friends. 0.9% Merciless Accident Search Barovia for Evil's Bride while fighting relentlessly undead. 0.9% Diversity Day-Trip Revisit highlights in Barovia as you prepare to face down Strahd with a diverse group of Champions. 0.9% Soulmonger Calls Destroy the Soulmonger and save the world before your party is ruined. 0.8% Flame (skull) War Lost in Submountain, it's time to find your way home, if you can get past Trenzia's Flameskull! 0.8% Form Rows You've saved the world, but there's still a lot to do in an orderly way. 0.8% A Saurial's Lament Race Valindra to Mezro and protect it from the red wizards while Dragonbait mourns. 0.8% An Illithid Enterprise Head Deeper into Illithid Infected Submountain in search of Ulkoria. 0.8% The Everlasting Rime Continue to Ten Cities while trying not to get lost. 0.8% Into the Fire Head into the wasteland of Avernus, but you have to get off the floating city first! 0.8% On hunting help a local merchant deliver supplies to their hunting camps with the help of their hunters. 0.8% A Saurial's Resolve Race Valindra to Mezro and defeat her over and over and 0.8% Overwhelming Power Makes your way into the deadly jungle of Chult with the help of your guide. 0.8% Patience is Key Slow and deliberately explore Port Nyanzaru while trying not to get swept up in local intrigue. 0.8% The Killer Mists Head to Amber Temple to help Kasimir while being eaten alive. 0.8% Dreams of Beholders Track Down Stone of Golorr and face down Xanathar while he dreams. 0.8% Meepo's Quest Split party and reveal the cobalt threat! 0.8% Déjà Vu Defeat The Mind Flayers and then ... deal with an attack on your mansion. 0.8% An abyss Help an Orc in taking back control of his tribe while being overrun by abyss chickens. 0.8% Intelligence Hunt Search for the hidden tower at sea with your smartest Champions. 0.7% Madness grows head deeper into the submountain with some of your companions mysteriously absent. 0.7% Bregan D'aerthe Going to call Race Xanathar to vault of Dragons with some mercenary escort! 0.7% Lost in Goblin Hall's Search Through the Citadel to Find Twilight Grove! 0.7% Dreamscape Head into Lulu memories to discern the location of Sword zariel! 0.7% Late Game Revisit highlights of Barovia as you prepare to face down Strahd without your starters. 0.7% Bullywugs in Bog Help Volothamp Geddarm and some bullywugs track down an abyss chicken. 0.7% The Path of Dreams Follow Lulu's dream over Avernus while searching for the sword! 0.7% Imagine from the help Artus cleverly find clues to the lost city of Mezro. 0.7% Guests of the Groom It's a nice day to stop a wedding while some chatty guests randomly distract or inspire your Champions! 0.7% Vault of Pixies Stop Xanathar from raiding vault of dragons with the help of some pixies. 0.7% Class Holiday Head to Amber Temple to help Kasimir without certain classes. 0.7% Alterdeep Find your way out of Extremiton's nefarious trap. 0.7% Cold & Wet Head to Candlekeep, but look at your crotch and grab an umbrella! 0.7% The Twilight Grove Enter the Twilight Grove and the nests inside. 0.6% All you know is the wrong search for Ulder Ravengard to get an understanding of the city's next steps while the dead don't die. 0.6% Everything is terrible Discover the secrets of Elturel, before the city falls into the River Styx while struggling to survive. 0.6% Displaced anger convince the lady of Wyllowwood to guide you through Undermountain while working on her Displacer Beast! 0.6% The Lost Hollyphant Follow Lulu's cry over Avernus while competing to save her! 0.6% Advantage your weight Help a dwarf carefully recover a mine from a dangerous red dragon. 0.6% Air's Getting Pretty Thin Help Artus find clues to the lost city of Mezro without much oxygen. 0.6% Feigned Weakness Track up the Stone of Golorr and face down Xanathar with your weak Champions. 0.6% Takes responsibility Help Asharra find and save the heir of Omu from some naughty pirates. 0.6% Careful consideration It is a nice day to stop a wedding, wisely and subtly. 0.6% Frantic excavation quickly enter Castle Ravenloft to find Tome & Holy Symbol! 0.6% At The Job Learning Head home with Chadwick after a well-done job. What could go wrong? 0.6% Dark Doppelgangers Learn more about the events in Baldur's Gate while being hunted by some dangerous doppelgangers. 0.6% Starving in the Jungle Save a missing templar of the Order of the Gauntlet before starving to death. 0.6% Relay Race Battle against a steady stream of dinosaurs, but don't blow your strongest team too soon. 0.6% Moose Tracks Enter ten cities and help chase down some local wildlife. 0.6% Sober Up Race Xanathar to the Dragon's Vault while fighting the Jarlaxle's full delusions. 0.5% Enemy Summit Continue to Ten Cities while some enemies from your past join the fun! 0.5% Gargoyle Find your way out of Extremiton's nefarious trap to recruit a new champion. 0.5% Into unknown help some farmers deal with a crazy derro before they cause a rockslide! 0.5% Prison velkynvelve You awake in the underdark and try to figure out how to escape. 0.5% The Wandering Emporium Call in a service from Mahadi while trying to help Red Ruth. 0.5% Tiamat's Army Deal with an abyss mutiny while traveling to the monument to Tiamat. 0.5% Rime Bandits Enter Icewind Dale with some well-dressed bandits on the tail! 0.5% Civilization Head to Termalaine and help with an overrun pearl mine! 0.5% A difficult descent Head into the wasteland of Avernus with Champions least likely to fall off the chain! 0.5% Modrons in Mud Help Volothamp Geddarm and some modrons track down an abyss chicken. 0.5% Veteran Brigade Split party and follow the path of goblins with a quasi by your side! 0.5% A Hero's Entourage Patrol streets of Baldur's Gate with his hometown hero and survive his seedy underbelly. 0.5% Strike! Go home after a well-done job, while some of the Masters strike for better profit sharing. 0.5% Batiri in Goblin Hall's Search through the Citadel to find the twilight grove while batiri goblins from Chult prevent your progress! 0.5% Vault of Poison Stop Xanathar from raiding the Vault of Dragons before succumbing to the poison! 0.5% She's harmless! Share the party and reveal the cobalt threat with Meepo trailing behind you! 0.5% Madcap Adventures Head to Candlekeep, but Watch Spring for Madcaps! 0.5% Dino Nightmare Aid an Orc in taking back control of its trunk while some creepy dinosaurs attack. 0.5% An Illithid Ambush Head deeper into powered up Illithid infected Undermountain in search of Ulkoria. 0.5% The Nimble Grove Enter the Twilight Grove with only the nimble enough to survive. 0.5% twice more into the breach head into the lower mountain looking for your friend Ulkoria while grappling with more bosses! 0.4% Wait, huh? Bekjem Mind Flayers and so... try to deal with an attack on the manor. 0.4% Bel's Forge Start to solve Bel intentions as you enter an active volcano! 0.4% Questlines of your quest to make the list while traveling across Avernus. 0.4% An Awakened Axe Enter Ten-Towns and help chase down some local wildlife while being chased by a Awakened Axe Beak! 0.4% Fall From Grace Explore the mysterious lost city of Omu while your highest DPS is constantly being nerfed. 0.4% Trench Coat Run Head 2 - wait - is it ... three cobalt in a Trench Coat? 0.4% Wagon Train Journey through the Aldani Basin to Kir Sabal with an ever-growing train of supply vehicles. 0.4% A tenday on Golgamann's Help some farmers deal with a gal derro while some of Golgamann's friends show up. 0.4% Underground Railroad Escape from yuan-ten in Fane of the Night Serpent with some friends. 0.4% Elder Rune Attack Find your way out of Extremton's evil trap while working with random elder Runes. 0.4% The Path of Redcaps Follow Lulu's dream over Avernus as you are inundated with redcaps! 0.4% Dream Gauntlet Head into Lulu memories without the help of a short rest! 0.4% A Tale of Two Champions Head south to confront the evil that grows there with a small but elite force. 0.3% Sibriex Follow Bel's instructions and find Sibriex before it's too late for Elturel. 0.3% Raggadragga's Crew Remove your quest to make the list while being hunted by Raggadragga's crew. 0.3% Show strength Deal with an abyss mutiny with the strongest masters you have. 0.3% Madcap Adventures Redux Ring in a service from Mahadi while Madcaps mercilessly attack! 0.3% Prisoners of Lolth You awake in the underdark and take on the army of the queen of spiders! 0.3% Zapper Overload Follow Lulu's cry over Avernus while Demon Zapper uses Champions as a target practice! 0.2% Extreme Heat Start to solve Bel intentions as the heat pops up! 0.2% Archduke's blessing Follow Bel's instructions while a cultist of Zariel preaches to your enemies. 0.2% Wrecked Flying Fortress Explore the flying fortress to find adamantine rods for Bel. 0.2% Dwarf Rumors Explore a Rumor of Invisible Dwarfs in Caer-Konig. 0.1% Merciless Danger Explore the flying fortress while the ghouls from Elturel haunt your mind. 0.1% Sunlight Learn what you can about pigeon tanning. 0.1% Mimic Perception Explore a rumor of invisible dwarves in Caer-Konig while an imitation comes with the party! 0% Fortress Assault Learn what you can about the pigeongar fortress with the strongest among you. You.

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